

**ATARI®**

# **ELECTRONIC NOVEL™ REFERENCE CARD**

## **Start-up Instructions**

### **What You Need**

An Atari 400/600XL/800/800XL/1200XL • At least 48K of memory • 2 disk drives • A monitor

### **Optional Equipment**

One or more blank disks • An Atari printer • A 52K add-on RAM board • A Mosaic 64K add-on RAM board or Axlon RAM-disk (for Atari 800) • A Happy modified disk drive for faster loading and responses

### **Starting the Electronic Novel**

1. Be sure that your computer, disk drives, and monitor are plugged in.
2. Turn on the monitor and both disk drives.

**•• NOTE ••** Do not turn on your disk drive with a disk already in it. Do not insert or remove a disk until you are instructed to do so.
3. Insert the Electronic Novel program disks into the disk drives. The disk labeled D1: should be in drive 1 with the D1:Side 1 label toward the front of the drive, facing up. The disk labeled D2: should be in drive 2 with the D2:Side 1 label toward the front of the drive, facing up. Close the disk drive doors.
4. Turn on your computer. The novel will load and then begin automatically.

The Electronic Novel will ask you a simple but very important question when you begin (be sure to have your book handy).

When you reach a particular point in the novel, you will be prompted to flip both disks. Remove the disks and reinsert them into the same drives with the Side 2 labels facing up. Then press RETURN.

## **Troubleshooting Checklist**

If your Electronic Novel did not load properly, answer each of these questions:

1. Are your computer, disk drives, and monitor plugged in and the cables firmly connected?
2. Do you have any cartridges in the cartridge slot? If so, remove them.
3. Do you have any serial devices (a modem, a printer, an Atari 850 interface, etc.) besides your disk drives connected to your computer? If so, disconnect them and repeat the loading instructions. If you want, you can reconnect a printer after loading.
4. Are the program disks inserted properly with the D1:Side 1 and D2:Side 1 labels toward the fronts of the drives, facing up?
5. Are the disk drive doors completely closed?
6. Does your computer have at least 48K of memory?
7. Can you detect any physical damage to the disk?

If these questions do not reveal the problem, repeat the loading instructions in sequence.

## **Making a Backup Copy**

You can make spare copies of your Electronic Novel program disks. Copies are good to have in case your originals are lost or damaged. To make a copy, follow these steps:

1. Start with four blank disks. Your Electronic Novel is stored on four labeled sides of the two program disks. You must copy each of the four sides onto a different blank disk. You don't have to format the blanks before you use them; the copy program will format them for you. You should remove any write-protect tabs from the blanks, however.
2. With your computer off, insert the first Electronic Novel program disk into drive 1 with the **D1:Side 2** label toward the front of the drive. Insert one of the blank disks into drive 2.
3. Turn on the computer. In a moment the SYNCOPY title screen will appear. The question in the box will ask you to identify the destination drive. Press the right cursor key ( $\rightarrow$ ) to select drive 2. Then press RETURN.
4. When the backup program asks you to choose the density, press RETURN to choose single density. Drive 1 will spin and SYNCOPY will begin reading sectors. In a few moments drive 2 will spin, formatting the blank disk and then writing sectors.
5. When the copy is finished, the title screen will display again. You can repeat the process, using D1:Side 1, D2:Side 1, and D2:Side 2 with the other three blank disks. Do not try to copy onto both sides of a blank disk.

## **Special Features**

### **Saving and Resuming**

## **BOOKMARK**

Perhaps you've made progress in an Electronic Novel and you'd like to pick up next time where you left off. To do so, you will need a blank disk. Don't try to bookmark or write files to your program disk.

The bookmark disk you use to save your current position should first be formatted using Atari DOS. Consult your Atari User's Manual for the correct formatting procedure. If your blank disk has a write-protect tab, be sure to remove it before formatting. After you have formatted your bookmark disk, do not use it for anything except storing versions of Electronic Novels. Any other files written to it will be destroyed by the bookmark process.

Some Electronic Novels are designed so that you cannot always save your position. Usually, though, to bookmark your novel, follow these steps:

1. From inside the novel, type **BOOKMARK** and press RETURN. **Do not insert your formatted bookmark disk until you are prompted to do so.**

**•• NOTE ••** If you make a mistake and you want to stop the bookmark process, type **A** to abort.

2. Next you will see this message at the bottom of your screen:

**Type a version number (1-8).**

Type a number from 1 through 8. Give each saved version of the novel a different number. After you have saved 8 versions and you use 1 again, you will replace the original bookmarked version 1. Note the number you give each saved version of the novel. You will need to use the last number with the RESUME NOVEL command to pick up where you left off.

3. Next you will see this message at the bottom of your screen:

**Bookmark drive 1, 2, 3 or 4?**

Type the number of the drive in which you want to have your bookmark disk.

4. After you have typed a drive number, you will see this message:

**Insert bookmark disk. Press RETURN.**

Insert the bookmark disk into the drive you specified in Step 3 and close the disk drive door. Then press RETURN.

5. Depending upon your position in the novel, the bookmark process will ask you to insert a particular side of the program disk. Follow the messages at the bottom of your screen. When the bookmark process is complete, the novel will begin again where you left off.

## **RESUME NOVEL**

To reopen a version of a novel you saved with the BOOKMARK command, follow these steps:

1. From inside the novel, type **RESUME NOVEL** and press RETURN.
- NOTE •• You can use the RESUME NOVEL command only after you have answered the question the novel asks during loading.
2. Next you will see this message:

**Type a version number (1-8).**

Type the number of the version you want to resume.

3. Next you will see this message at the bottom of your screen:

**Bookmark drive 1, 2, 3 or 4?**

Type the number of the drive in which you want to have your bookmark disk.

4. After you have typed a version number, you will see this message:

**Insert bookmark disk. Press RETURN.**

Insert the bookmark disk into the drive you specified in Step 3 and close the disk drive door. Then press RETURN.

Depending upon your position in the novel, you will be prompted to insert a particular side of the program disk. Follow the messages at the bottom of your screen. When the resuming process is complete, the novel will begin again from the point at which you typed the BOOKMARK command.

## **Printing**

### **PRINTER ON**

If you have a printer connected to your computer, you can use this command to create a printed record of the novel. Follow these steps:

1. Be sure your printer is turned on and cabled correctly to your computer. *Do not* use the PRINTER ON command unless you do have a printer. It will cause the novel to run erratically and you'll probably have to start over.
2. Follow steps 1 through 4 under Starting the Electronic Novel on this reference card.
- NOTE •• You can use the PRINTER ON command only after you have answered the question the novel asks during loading.
3. After you have answered the question, type **PRINTER ON** and press RETURN. Whatever commands you type now, together with the Electronic Novel text responses, will both print and display on your monitor. To stop printing, use the PRINTER OFF command.

## **PRINTER OFF**

To end a printing session, type **PRINTER OFF** and press RETURN. Printing will stop.

## **Using Special Keys**

### **CONTROL-E or >**

Holding down CONTROL and pressing E or pressing the **>** key will repeat the last line you typed and followed with a RETURN. The line will repeat on a new command line, but to enter it as a command, you must follow the repeated line with a new RETURN.

### **CONTROL-X or <**

Holding down CONTROL and pressing X or pressing the **<** key will erase a line you just typed. However, you must press CONTROL-X or **<** before pressing RETURN on the line you want to erase. If you press CONTROL-X or **<** on a blank line, nothing will happen.

### **RIGHT CURSOR (→)**

Pressing the right cursor key will repeat the characters on the last line you typed and followed with a return. The effect is similar to pressing CONTROL-E or **>**, except that pressing the right cursor key repeats the line one character at a time.

### **DELETE**

Pressing the DELETE/BACKSPACE key allows you to back up and correct mistakes before you press RETURN. It deletes the character before the cursor and moves the cursor backward one space.

### **ESC**

Pressing the ESC key allows you to stop the changing world of the novel. It performs the same function as the PAUSE NOVEL command. When you press ESC, this message will appear at the bottom of your screen:

**Press any key to continue.**

When you press a key, the action of the novel will resume.